

**Sam Houston State University**  
**College of Fine Arts and Mass Communication**  
**Department of Art**

**ARTS 4356 :: 2D INTERACTIVE ANIMATION [3 CREDIT HOURS]**  
**SPRING 2018 – T-TH 12:30-3:20**

**INSTRUCTOR**  
**Edward Morin**  
**Associate Professor**  
**Department of Art**

**OFFICE HOURS (ART D-100): T-Th 4-5pm, Friday - By Appointment Only**  
**PHONE: 936.294.1320**  
**EMAIL: [emm026@shsu.edu](mailto:emm026@shsu.edu)**

### **COURSE DESCRIPTION**

This course is an in-depth study of 2D Interactive Multimedia Technologies for the creation and distribution of content over the internet and as stand-alone desktop applications. Coursework will concentrate on the development of interactive audio and video, interactive narratives, and game production. Focus will be on both asset creation and scripting for these types of applications. Readings and discussions will focus on technical, aesthetic, and theoretical issues relating to this evolving art medium. COURSE PREREQUISITES, ARTS 1313 WASH | ARTS 1314 WASH | ARTS 1315 WASH, ARTS 1317 LIFE DRAWING I, ARTS 2313 FDA, ARTS 2343 AC&T

### **COURSE OBJECTIVES**

Once students have completed this course they will have created a series of projects that should demonstrate an understanding of interactive media through the creation of

- interactive narratives, games, or works of art that employ the use of scripts for interactive elements such as user input (keyboard and mouse), sound, and dynamic text
- interactive narratives, games, or works of art that make use of structured programming, which includes if/else statements, loops, and custom functions.
- interactive narratives, games, or works of art that employ 2D game mechanics

### **REQUIRED RESOURCES**

- Tablet for Digital Drawing (e.g. Wacom Intuous or Bamboo)
- Vimeo Account
- Dropbox Account
- Thumbdrive
- Sketchbook
- Software: Audacity, and Adobe Animate, Photoshop and After Effects

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## **CONTACT**

- **DO NOT** call the Art Office for any reason if you need to contact me
- I would prefer that all correspondences be made via email (I check that more often than my phone)
- Only use your SAM email account to contact me, do not use a personal email account

## **GRADING POLICY**

Your final grade will be weighted using the following ratios:

- Projects, Exercises, and Quizzes: 90%
- Class Participation: 10% [e.g participation in critiques and class discussions]

In this class 100-90=A, 89-80=B, 79-70=C, 69-60=D 59-0=F.

The grade of 'C' is considered **average**. If work meets the minimum stated requirements for the project, it will be considered average in terms of design, concept and craft. Work that exceeds that basic expectation will have points added and fall into the 'B' range. Exceptional work will earn an 'A'. Work that fails to meet the minimum criteria for the project will receive a non-passing grade ['D', or 'F']. Please note that a grade of a 'C' is considered as not being BFA quality work. You must have an ART GPA of a 3.0 in order to receive the BFA. You must also receive a 'C' or better in this course to advance in the program.

For Exercises, you will receive a numeric grade from 0-100 that will represent the level of completion. Grades for exercises will be posted, along with comments and feedback if needed, within 3 weekdays of the due date.

For Projects, you will receive a letter grade, which may include a "plus" or a "minus," for example: C+, B+, A-. This grading system will only apply to project grades, and not your final course grade. SHSU does not currently allow for "plus" and "minus" grades for the final course grades. Grades for projects will be posted within a week of the due date. For the projects, instructor feedback may will include comments and/or a short video critique of the work, which will be made available to you within a week of the project due date.

## **MAKE UP POLICY**

All work must be submitted on time in order to receive full credit. For exercises, no late submissions will be accepted. If the submitted exercise is incomplete, you will receive partial credit based upon the level of completion. For projects, I will give you ONE additional class day to submit work for reduced credit. After one additional class day, a 'B' is the highest mark the submission can receive: an 'A' would equal a 'B', a 'B' would equal a 'C', etc. If a project is not submitted after one additional class day, you will receive an 'F.' Under special circumstances, work may be turned in after the due date without penalty. Extra Credit work is not allowed.

**TENTATIVE COURSE OUTLINE [subject to revision]**

**Week 1**

Intro to ActionScript 3.0  
Symbol Types and Behaviors  
Creating a Slide Show  
Intro to Chimera Project – Building the Interface

**Week 2**

Continue Chimera Project – Building the Interface  
Begin Creative for Chimera Project

**Week 3**

Continue Creative for Chimera Project

**Week 4**

Complete Creative for Chimera Project

**Week 5**

Intro to Mouse Trails Project – Exploring the Code

**Week 6**

Begin Creative for Mouse Trails Project

**Week 7**

Complete Creative for Mouse Trails Project

**Week 8**

Intro to Memory Game Project – Exploring the Code

**Week 9**

Continue Memory Game Project – Exploring the Code  
Begin Creative for Memory Game Project

**Week 10**

Continue Creative for Memory Game Project

**Week 11**

Complete Creative for Memory Game Project

**Week 12**

Intro to Invaders Game – Exploring the Code

**Week 13**

Continue Intro to Invaders Game – Exploring the Code  
Begin Creative for Invaders Game

**Week 14**

Continue Creative for Invaders Game

**Week 15**

Complete Creative for Invaders Game

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**POLICIES REGARDING ACADEMIC DISHONESTY, STUDENTS WITH DISABILITIES, AND STUDENT ABSENCES ON RELIGIOUS HOLY DAYS CAN BE FOUND AT [HTTP://WWW.SHSU.EDU/SYLLABUS/](http://www.shsu.edu/syllabus/)**

**ACADEMIC DISHONESTY (ACADEMIC POLICY #810213)**

All students are expected to engage in all academic pursuits in a manner that is above reproach. Students are expected to maintain honesty and integrity in the academic experiences both in and out of the classroom. Any student found guilty of dishonesty in any phase of academic work will be subject to disciplinary action. The University and its official representatives may initiate disciplinary proceedings against a student accused of any form of academic dishonesty including but not limited to, cheating on an examination or other academic work which is to be submitted, plagiarism, collusion and the abuse of resource materials. For a complete listing of the university policy, see: [Dean of Student's Office](#)

**STUDENTS WITH DISABILITIES POLICY  
(ACADEMIC POLICY #811006)**

It is the policy of Sam Houston State University that individuals otherwise qualified shall not be excluded, solely by reason of their disability, from participation in any academic program of the university. Further, they shall not be denied the benefits of these programs nor shall they be subjected to discrimination. Students with disabilities that might affect their academic performance should register with the Office of Services for Students with Disabilities located in the Lee Drain Annex (telephone 936-294-3512, TDD 936-294-3786, and e-mail [disability@shsu.edu](mailto:disability@shsu.edu)). They should then make arrangements with their individual instructors so that appropriate strategies can be considered and helpful procedures can be developed to ensure that participation and achievement opportunities are not impaired.

SHSU adheres to all applicable federal, state, and local laws, regulations, and guidelines with respect to providing reasonable accommodations for students with disabilities. If you have a disability that may affect adversely your work in this class, then I encourage you to register with the SHSU Services for Students with Disabilities and to talk with me about how I can best help you. All disclosures of disabilities will be kept strictly confidential. NOTE: No accommodation can be made until you register with the Services for Students with Disabilities.

For a complete listing of the university policy, see:  
<http://www.shsu.edu/dotAsset/7ff819c3-39f3-491d-b688-db5a330ced92.pdf>

### **STUDENT ABSENCES ON RELIGIOUS HOLY DAYS POLICY (ACADEMIC POLICY #861001)**

Section 51.911(b) of the Texas Education Code requires that an institution of higher education excuse a student from attending classes or other required activities, including examinations, for the observance of a religious holy day, including travel for that purpose. Section 51.911 (a) (2) defines a religious holy day as: "a holy day observed by a religion whose places of worship are exempt from property taxation under Section 11.20...." A student whose absence is excused under this subsection may not be penalized for that absence and shall be allowed to take an examination or complete an assignment from which the student is excused within a reasonable time after the absence. University policy 861001 provides the procedures to be followed by the student and instructor. A student desiring to absent himself/herself from a scheduled class in order to observe (a) religious holy day(s) shall present to each instructor involved a written statement concerning the religious holy day(s). The instructor will complete a form notifying the student of a reasonable timeframe in which the missed assignments and/or examinations are to be completed. For a complete listing of the university policy, see: [http://www.shsu.edu/~vaf\\_website/aps/documents/861001.pdf](http://www.shsu.edu/~vaf_website/aps/documents/861001.pdf)

### **VISITORS IN THE CLASSROOM**

Only registered students may attend class. Exceptions can be made on a case-by-case basis by the professor. In all cases, visitors must not present a disruption to the class by their attendance. Students wishing to audit a class must apply to do so through the Registrar's Office.

### **THE BFA REVIEW**

The purpose of the BFA Review is to ensure that students have learned basic principles and techniques needed for advanced art courses.

All Art students must successfully complete all of the Art Foundation courses and the BFA Review before being accepted into a BFA program in Computer Animation, Photography, or Studio Art or Graphic Design. Graphic Design students must also pass a separate Graphic Design Review after the BFA Review.

The Art Foundation Courses are WASH, Drawing, and Foundations in Digital Art. (ARTS 1313, 1314, 1315, 1316, & 2313). Students must pass each course with a grade of C or higher to take the BFA Review and proceed to upper level courses.

The semester after all of the Foundation courses are complete, students must sign up for the BFA Review. Students should see an art advisor every semester to ensure they take the BFA Review on time. It should be taken the semester immediately following the completion of the Foundation Courses.

Students who do not pass the BFA Review may re-take it the following semester. Students who do not pass on the second attempt will not be allowed to continue as BFA majors, but may follow the degree plan for the BA in Art. Non-participation after signing up or being advised to sign up will count as a failure of that semester's review.

Graphic Design students must pass the BFA Review, complete Principles of Graphic Design (ARTS 2323) and participate in a BFA Review at the end of the semester that they are enrolled in Typography (ARTS 3322).

For more information on the BFA review see the Department of art web page:  
<http://www.shsu.edu/academics/art/review/>

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**USE OF MOBILE TECHNOLOGIES AND SOCIAL MEDIA**

Restrict use of mobile technologies and social media, incoming and outgoing, for emergency use only. You may use your allotted break time for non-emergency use of these media. Use of these media during testing, lectures, and critiques is strictly prohibited.

**DEFACING UNIVERSITY PROPERTY**

Defacing University property is prohibited by University policy. It is also a criminal offense. Students will be held responsible for the cost of damages to the facilities. Violations will be reported to University Police.

Students should not paint on concrete, asphalt, trees, sides of buildings, interior walls or floors of buildings, locker doors, etc. When using any kind of paint use a drop cloth or tarp to protect the surface from overspray.

**DEPARTMENT OF ART LAPTOP REQUIREMENT**

Students in the Department of Art are required to own a laptop as specified by each BFA program. Macintosh laptops are strongly recommended and can be purchased at discounted rates for students. The specifications for each BFA program and links to the Apple Store can be found on the Department of Art website:

<http://www.shsu.edu/academics/art/resources/laptop-initiative.html>

Students will be required to have laptops and the Adobe Creative Suite software in art courses that require computers. Laptops must meet or exceed the specifications described and be capable of interfacing with Department printers and other peripheral devices.

**ACADEMIC GRIEVANCE PROCEDURES POLICY  
(ACADEMIC POLICY # 861001)**

<http://www.shsu.edu/dotAsset/bb0d849d-6af2-4128-a9fa-f8c989138491.pdf>